IN THE CLAIMS

1. (Currently Amended) A computerized method for rendering images, comprising:

receiving from a client a render job having an associated job profile and a plurality of frames in an animation sequence;

distributing via a communications medium a first frame of the animation sequence ~~subset but not a second subset of the plurality of frames of the render job~~ to a first one of a plurality of render servers and a ~~the~~ second frame of the animation sequence ~~subset but not the first subset of the plurality of frames of the render job~~ to a second one of the plurality of render servers based at least in part on the job profile, ~~the first and second subsets comprising at least first and second frames, respectively,~~ the first and second frames being different ~~and not included within the second and first subsets, respectively~~;

rendering the first and second frames concurrently at the first and second render servers; ~~and~~

forwarding the rendered first and second frames to a network storage system for retrieval by the client;

providing notification to the client that the render job has been completed and its location for retrieval.

2. (Original) The method of Claim 1, wherein receiving from a client the render job from a client comprises receiving the render job from a computer remote from the plurality of render servers.

3. (Currently Amended) The method of Claim 1, wherein distributing the first and second frames ~~subsets~~ comprises distributing the first and second frames ~~subsets~~ by a scheduler, the scheduler operable to determine which of the plurality of render servers are capable of rendering the first and second frames ~~within the first and second subsets~~.

4. (Currently Amended) The method of Claim 3, wherein the scheduler is operable to determine which of the plurality of render servers are capable of rendering the first and second frames ~~within the first and second subsets~~ by accessing a database storing the capabilities of each of the plurality of render servers.

5. (Original) The method of Claim 4, wherein the capabilities database stores the type of rendering package associated with each of the plurality of render servers.

6. (Original) The method of Claim 4, wherein the capabilities database stores a processing status for each of the plurality of the render servers.

7. (Previously Presented) The method of Claim 1, and further comprising transmitting the rendered first and second frames to the client.

8. (Currently Amended) A system for rendering images, comprising:

a plurality of render servers operable to render a render job received from a client having an associated job profile and a plurality of frames in an animation sequence;

a resource database comprising resource information regarding the plurality of render servers; and

a schedule server coupled to the render server via a communications medium and operable to distribute a first frame of the animation sequence to a first one of a plurality of render servers and a second frame of the animation sequence to a second one of the plurality of render servers based on a comparison of the job profile and the resource information, the schedule server operable to notify the client that the render job has been completed ~~a first subset but not a second subset of the plurality of frames of the render job to a first one of a plurality of render servers and the second subset but not the first subset of the plurality of frames of the render job to a second one of the plurality of render servers based at least in part on a comparison of the job profile and the resource information, the first and second subsets comprising at least first and second frames, respectively,~~ the first and second frames being different ~~and not included within the second and first subsets, respectively~~.

9. (Original) The system of Claim 8, wherein the resource information comprises the type of rendering package associated with each of the plurality of render servers.

10. (Original) The system of Claim 8, wherein the resource information comprises a processing status for each of the plurality of render servers.

11. (Original) The system of Claim 8, wherein the schedule server is operable to determine whether a particular one of the render servers is capable of rendering a particular render job.

12. (Original) The system of Claim 8, wherein the resource database further comprises resource information regarding a plurality of render hosts associated with respective ones of the render servers.

13. (Original) The system of Claim 12, wherein the resource information comprises hardware configuration information regarding the render hosts.

14. (Currently Amended) A system for providing distributed rendering servers comprising:

a local rendering system operable to receive and render a render job having a plurality of frames in an animation sequence; and

at least one remote rendering system comprising a plurality of remote render servers and operable to:

receive from the local rendering system the render job;

distribute a first frame of the sequence to a first one of the plurality of remote render servers and a second frame of the sequence to a second one of the plurality of remote render servers ~~a first subset but not a second subset of the plurality of frames of the render job to a first one of a plurality of render servers and the second subset but not the first subset of the plurality of frames of the render job to a second one of the plurality of render servers, the first and second subsets comprising at least first and second frames, respectively,~~ the first and second frames being different ~~and not included within the second and first subsets, respectively~~;

render the first and second frames concurrently at the first and second remote render servers; and

return a result of the render job to the local rendering system.

15. (Original) The system of Claim 14, wherein the local rendering system comprises:

a plurality of render servers operable to render a render job having an associated job profile;

a resource database comprising resource information regarding the plurality of render servers; and

a schedule server coupled to the render server via a communications medium and operable to distribute the render job to one or more of a plurality of render servers based on a comparison of the job profile and the resource information.

16. (Previously Presented) The system of Claim 14, wherein the remote rendering system comprises:

a resource database comprising resource information regarding the plurality of render servers; and

a schedule server coupled to the remote render servers via a communications medium and operable to distribute the render job to at least the first and second remote render servers based on a comparison of the job profile and the resource information.

17. (Previously Presented) The system of Claim 16, wherein the resource information comprises the type of rendering package associated with each of the plurality of remote render servers.

18. (Previously Presented) The system of Claim 16, wherein the resource information comprises a processing status for each of the plurality of remote render servers.

19. (Previously Presented) The system of Claim 16, wherein the schedule server is operable to determine whether a particular one of the remote render servers is capable of rendering a particular render job.

20. (Previously Presented) The system of Claim 16, wherein the resource database further comprises resource information regarding a plurality of render hosts associated with respective ones of the remote render servers.

21. (Currently Amended) A computerized method for rendering images comprising:

receiving a render job having a plurality of frames in an animation sequence from a client at a first rendering site;

transferring the render job from the first rendering site to a second rendering site, the second rendering site located remote from the first rendering site and comprising a plurality of remote render servers;

distributing a first frame of the sequence to a first one of the plurality of remote render servers and a second frame of the sequence to a second one of the plurality of remote render servers;

~~distributing via a communications medium a first subset but not a second subset of the plurality of frames of the render job to a first one of a plurality of render servers and the second subset but not the first subset of the plurality of frames of the render job to a second one of the plurality of render servers based at least in part on the job profile, the first and second subsets comprising at least first and second frames, respectively,~~ the first and second frames being different ~~and not included within the second and first subsets, respectively~~;

rendering the first and second frames concurrently at the first and second remote render servers.

22. (Previously Presented) The method of Claim 21, and further comprising transmitting the rendered first and second frames to the client.

23. (Previously Presented) The method of Claim 21, and further comprising transmitting the rendered first and second frames from the second render site to the first render site.

24. (Previously Presented) The method of Claim 21, and further comprising storing the rendered first and second frames in a location accessible by the client.

25. (Original) The method of Claim 21, wherein the first rendering site comprises:

a plurality of render servers operable to render a render job having an associated job profile;

a resource database comprising resource information regarding the plurality of render servers; and

a schedule server coupled to the render server via a communications medium and operable to distribute the render job to one or more of a plurality of render servers based on a comparison of the job profile and the resource information.

26. (Previously Presented) The method of Claim 21, wherein the second rendering site comprises:

a resource database comprising resource information regarding the plurality of render servers; and

a schedule server coupled to the remote render servers via a communications medium and operable to distribute the render job to at least the first and second remote render servers based on a comparison of the job profile and the resource information.

27. (Original) The method of Claim 21, and further comprising transferring files associated with the render job from the first site to the second site, the associated files being necessary to render the render job.

28. (Original) The method of Claim 27, wherein the associated files comprise a texture file.

29. (Original) The method of Claim 21, and further comprising notifying, by the second rendering site, the first rendering site when the render job has been rendered.